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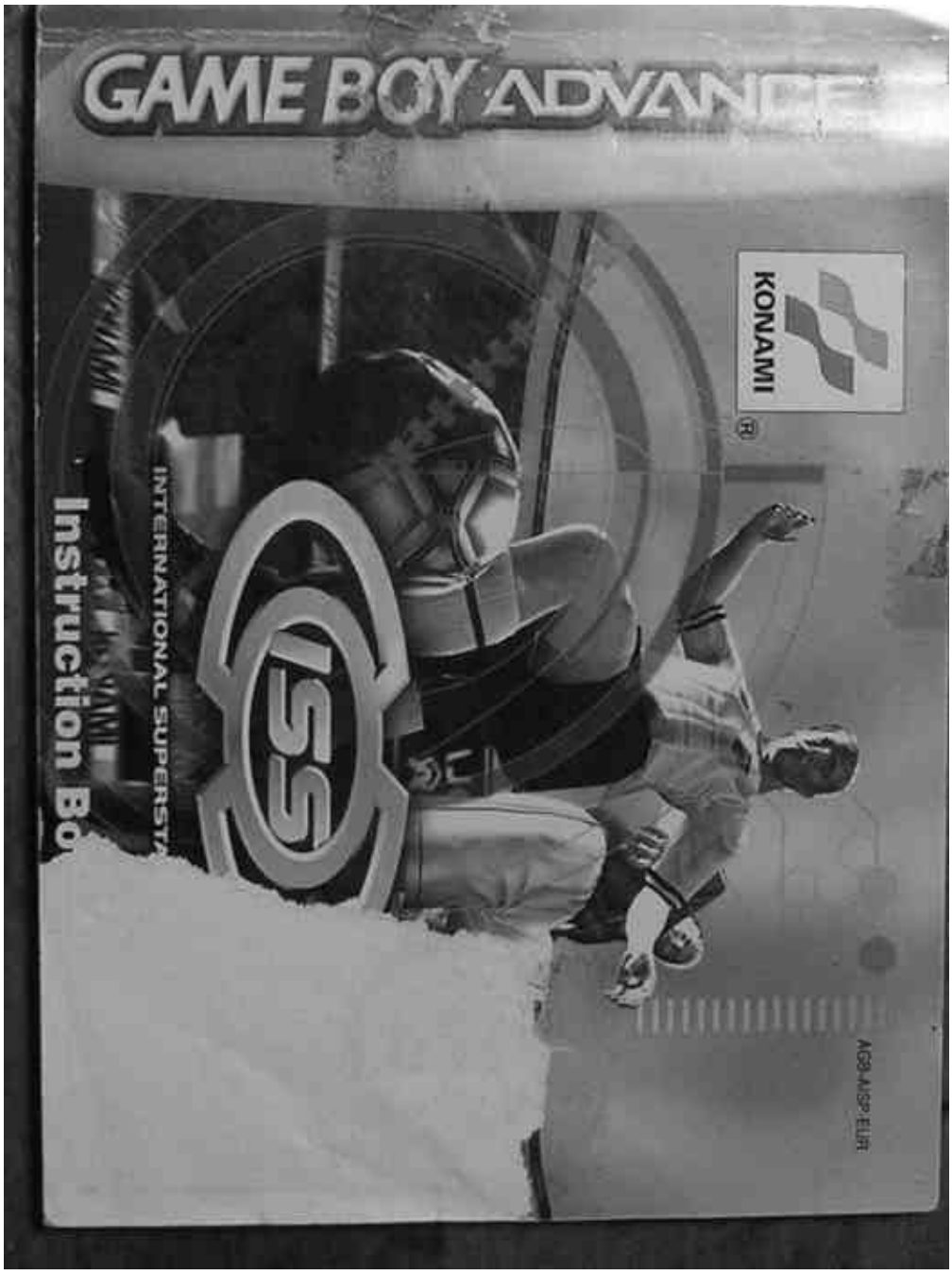
GAME BOY ADVANCE
KONAMI
INTERNATIONAL SUPERSTA
Instruction Bo
AGB-MSP-ELRT

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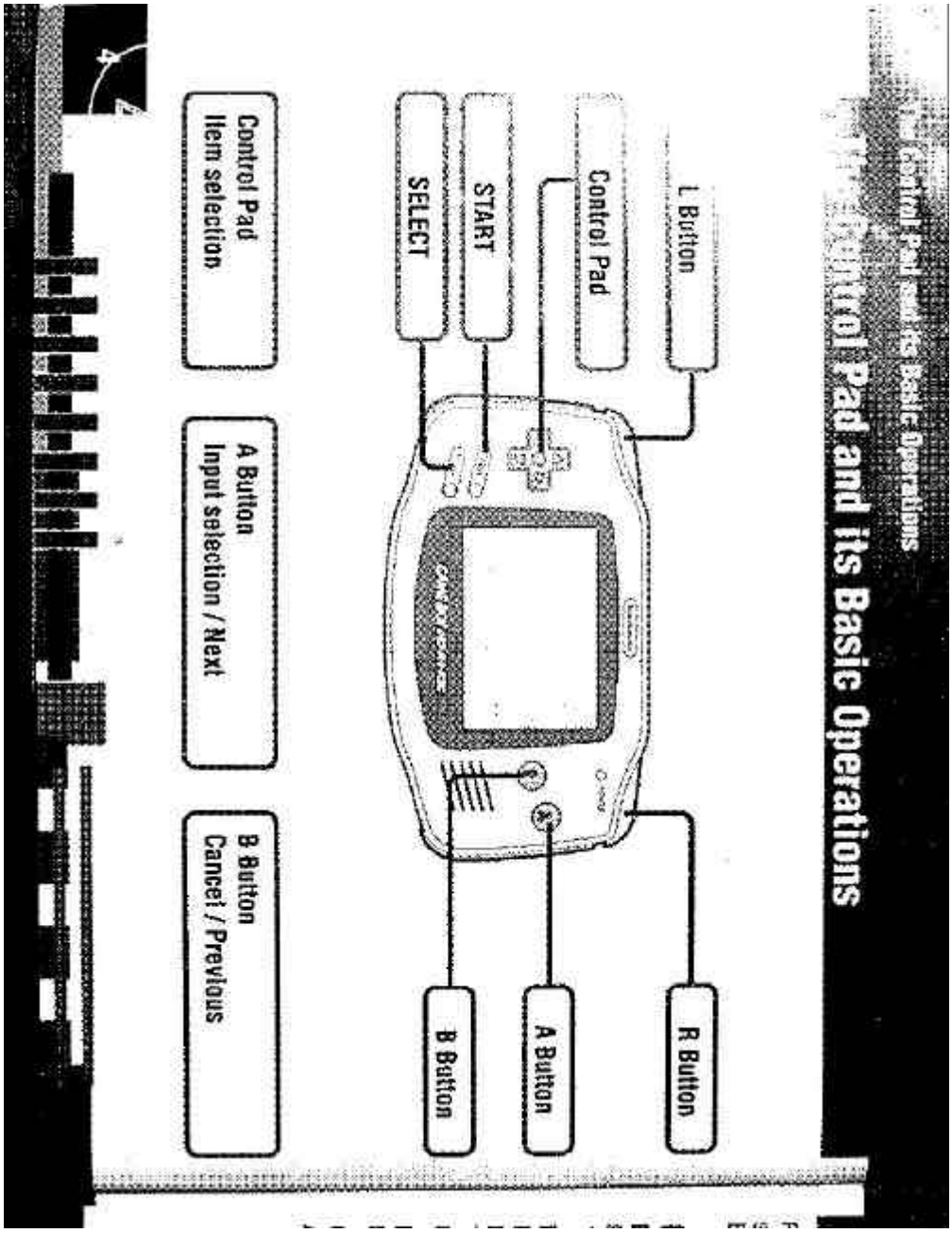

Control Pad and its Basic Operations
L Button
Control Pad
START
SELECT
R Button
A Button
B Button
Control Pad
Item selection
A Button
Input selection / Next
B Button
Cancel / Previous

Beginning the Game

First insert the Game Pak into the Game Boy Advance™ unit, then switch the power ON. Press START on the title screen to display the Mode Select screen. Select modes with the Control Pad, then enter the selection with the A Button.

Game Modes

Friendly Match (1 or 2 players)
Play one friendly match. You can also play against a friend with the Game Boy Advance™ Game Link™ Cable.
*See P. 9 for details about Linked Play.

International Cup (1 player only)
Preliminary League: 40 teams are divided up into 10 divisions, and a round-robin tournament is conducted with both Home and Away matches.
Tournament League: 32 teams are divided up into 8 divisions and a round-robin tournament is conducted.
Championship Tournament: 16 teams play in a knockout competition.

Penalty Shoot Out (1 or 2 players).....P. 17
Play a penalty kick competition.

Options.....P.9
Adjust settings for game difficulty level, game time, and commentary.

Starting a Friendly Match

1. Select a game mode (1P vs. CPU / CPU vs. CPU / 1P vs. 2P) with the Control Pad, then press the A Button to proceed to the next screen.
2. Select a country to play as. Move the Control Pad ↑↓ to select a region and ←→ to select a country, then press the A Button to proceed to the Edit Mode Selection screen.

Starting an International Cup

1. Select "New Game" to begin a new game, or "Load Game" to continue a saved game, then press the A Button. When loading a game, select the file of the game you wish to continue, then press the A Button.
2. When beginning a new game, you must first choose a country to play as. Move the Control Pad ↑↓ to select a region and ←→ to select a country, then press the A Button to proceed to the next screen.
3. When the League Match Up screen is displayed, press the A Button again to move on to the Edit Mode Selection screen.

Beginning a Penalty Shoot Out

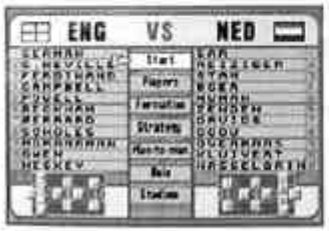
1. Select a game mode (1P vs. CPU / CPU vs. CPU / 1P vs. 2P) with the Control Pad, then press the A Button to proceed to the next screen.
2. Select a country to play as. Move the Control Pad ↑↓ to select a region and ←→ to select a country, then press the A Button to proceed to the Edit Mode Selection screen.
3. Select a player to take the penalty kick. Choose "Edit" and press the A Button. Move the Control Pad ↑↓ to select a player, and press the A Button to determine kicking order. Select "OK" to begin the match.

Game Rules

- Matches are played with basic football rules.
- You can substitute 3 players each match, including the goalkeeper. However, when a player is removed because of a Red Card, no substitution can be made to fill the position.
- Committing a foul leads to a free kick being awarded to the other team.
- Committing a foul in the goal area leads to a penalty kick being awarded to the other team.
- Malicious fouls (sliding from behind, etc.) result in a Yellow Card being issued. 2 Yellow Cards in the same game equal a Red card. A Red Card leads to the player being sent off.

Starting a Game

1. To begin game play, select "Start" on the Edit Mode Selection screen, then press the A Button.
*Modes should be edited before game play begins. Default settings will be used if settings have not been changed. See P. 5 for more on Edit Mode Selection.
2. When the game settings are verified, select "OK" with the Control Pad, then press the A Button to begin the match. To return to the previous screen, select "NO" with the Control Pad and press then A Button.
3. On the Coin Toss screen, select either heads or tails. If you win the toss, you can choose either to kickoff or which goal to defend.



Starting a Game
Game Screen
Match Card
Time Left
0-0
1st 1:47
Points
Player Cursor
Strategy Type
Scholes
MF
6
Player
Controlled
Map
8

How to Save

You can save matches in progress when playing the International Cup Mode.
Press START on the Result Display screen. When the "Save progress and end the game?" prompt is shown, select from among "Save and end," "Save and continue," and "End without saving" and press the A Button. When saving, select a file to save to with the Control Pad and then press the A Button.

Notes on Linked Play

Two Player Linked Play can be used in Friendly Matches and Penalty Shoot Outs. See P. 19 for details on how to connect the Game Boy Advance™ Game Link™ Cable. Select the mode of play with the Control Pad, then press the A Button.
*Do not switch either of the units OFF during Linked Play.

Options

1. Select "Options", then press the A Button.
2. Select items with the Control Pad, then enter selections with the A Button.

Using the Option screen: Move the Control Pad ↔ to change settings.

- **Difficulty: Set game difficulty from 1-5, with 5 being the most challenging.**
- **Match Time: Set the time for each half to 1, 3,5, or 7 minutes.**
- **Commentary: Set commentary to ON or OFF.**
- **Rules: Set fouls, yellow cards, and offside on/off, and select the type of extra time to be used.**

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Manual

Edit Select Screen Settings

Players ➡ Change settings for player substitutions, free kicks, and corner kicks.

1. Use the R Button to switch the display between player condition and Yellow/Red Cards.
2. Select players with the Control Pad, then press the A Button to make a substitution.

Player conditions:
↑Excellent ↗Good →Fair ↘Poor ↓Bad

Player statistics:

SPD: Speed	DSH: Sprinting ability	BDY: Physical power	DEC: Decision making ability
SHT: Shot ability	JMP: Jumping ability	STA: Stamina	CRV: Curving ability

ITD: Intimidation factor / physical presence

*To change settings for free kicks and corner kicks, use the Control Pad to select between CK and FK, then press the A Button. Press ↑↓ on the Control Pad to select a player, then press the A Button to enter your choice.

- Press the B Button after changing settings to return to the Edit Mode Selection screen. Select "Reset" to return to default settings.

Formation – Change settings for formation type, positions, zone positions, and attacking players.

Changing **Formation Settings**

1. Use the Control Pad to select a formation. Move the cursor to "Reset" and press the A Button to return to default settings.

Position **Window Settings**

1. Use the Control Pad to select players.
2. Use the Control Pad to adjust positions.
3. When all settings are completed, use the Control Pad to select "OK" to finalise settings, "Cancel" to return to previous settings, or "Reset" to return to default settings.

Position **Window Settings for Each Zone**

1. Use the Control Pad to select a zone.
2. Use the Control Pad to adjust zones for all players.
3. When all settings are completed, use the Control Pad to select "OK" to finalise settings, "Cancel" to return to previous settings, or "Reset" to return to default settings.

Changing **Offensive Formation Settings**

1. Use the Control Pad to select a player. An arrow will appear.

*Select attacking players from among DF (Defenders) and MF (Mid-fielders).

2. When all settings are completed, use the Control Pad to select "OK" to finalise settings, "Cancel" to return to previous settings, or "Reset" to return to default settings.

> • Press the B Button after changing settings to return to the Edit Mode Selection screen. Select "Reset" to return to default settings.

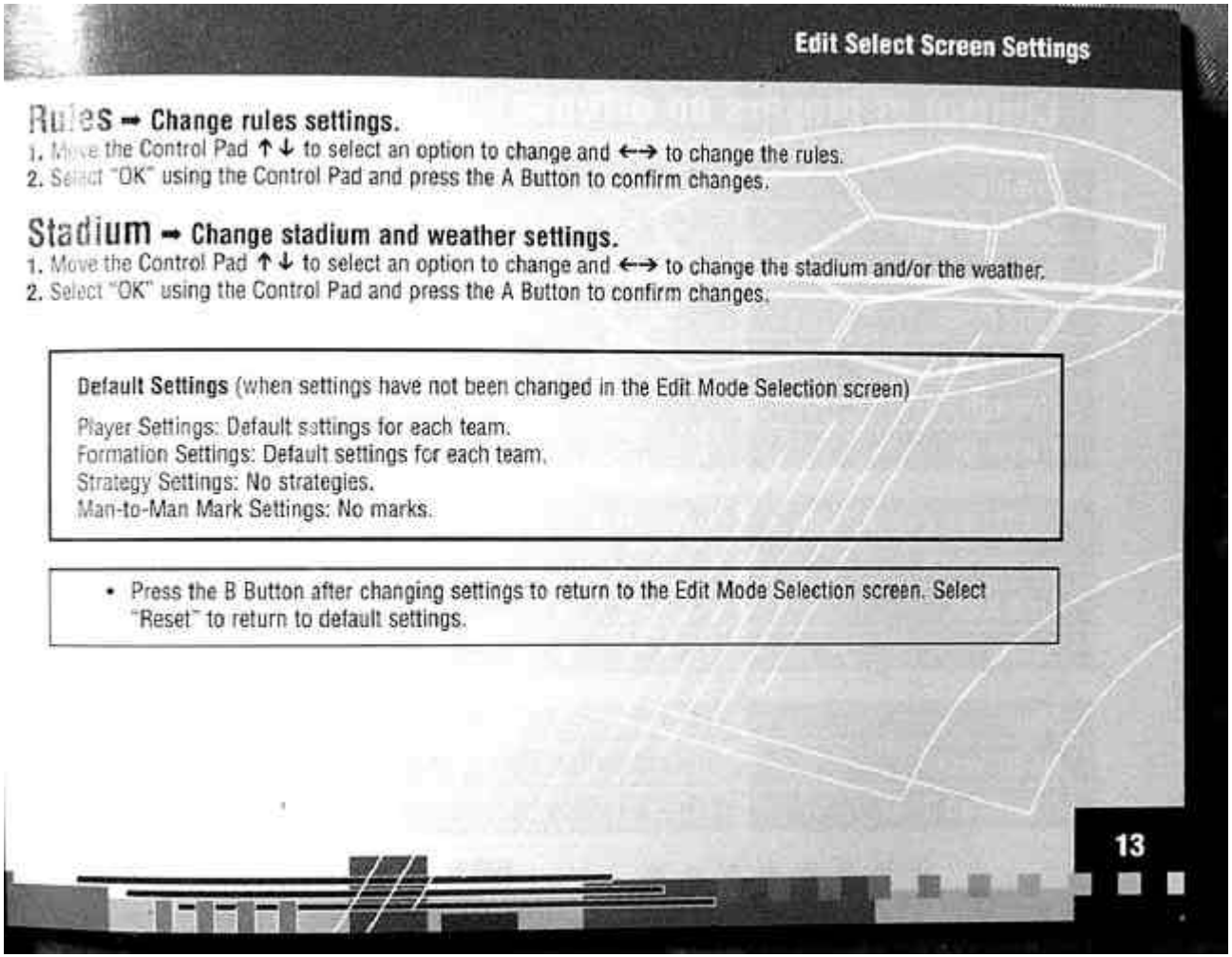
Strategy ➡ Register strategies.

1. Use the Control Pad to select a strategy, then press the A Button.
2. Use the B Button to cancel a selected strategy.
3. When all settings are completed, use the Control Pad to select "OK", "Cancel", or "Reset".

- Press the B Button after changing settings to return to the Edit Mode Selection screen. Select "Reset" to return to default settings.

Man-to-Man ➡ Set a player to mark for man-to-man defense.

1. Use the R Button to switch the display between player condition and Yellow/Red Cards.
2. Use the Control Pad to select a player on your team, then press the A Button.
3. Use the Control Pad to select a player on the opposing team to be marked, then press the A Button. Press the B Button to cancel.



Edit Select Screen Settings

Rules ➡ Change rules settings.

1. Move the Control Pad ↑↓ to select an option to change and ←→ to change the rules.
2. Select "OK" using the Control Pad and press the A Button to confirm changes.

Stadium ➡ Change stadium and weather settings.

1. Move the Control Pad ↑↓ to select an option to change and ←→ to change the stadium and/or the weather.
2. Select "OK" using the Control Pad and press the A Button to confirm changes.

Default Settings (when settings have not been changed in the Edit Mode Selection screen)

Player Settings: Default settings for each team.
Formation Settings: Default settings for each team.
Strategy Settings: No strategies.
Man-to-Man Mark Settings: No marks.

- Press the B Button after changing settings to return to the Edit Mode Selection screen. Select "Reset" to return to default settings.

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Control of players on offense (when you possess the ball)

Dribble	+ (8 directions)
Sprint Dribble	+ + L
Pass	+ + A
Long Pass	+ + B + R
One-Two Pass	+ + L,R + A,B (push simultaneously)
Through Pass	+ + R + A
Throw-In	+ + A (in arc) or + + B (straight)
Corner Kick Direction	+
Corner Kick	A (pass) or B (shot)
Free Kick	A (pass) or B (shot)
Curve	Alter ball's path with + ←→
Shot	+ + B
Head Shot	+ + B (when ball is above player's head)
Overhead Shot	+ + B (when back is facing goal)

Control of players on offense (when you possess the ball)

Aiming Shots

Shot Angle

You can change the angle of shots depending on how long you hold down the B Button.

Lob Shots

Make lob shots over the goalkeeper's head. Use directions 6, 7, 8 with the Control Pad as shown in the illustration above.

Control of players on defense (when opponents possess the ball)

Moving	✚ (8 directions)
Sprint	✚ + L
Challenge	B
Sliding	✚ + A

Control of goalkeeper

The goalkeeper is always controlled automatically throughout the game. The player controls the goalkeeper manually only after the goalkeeper has caught the ball or during a goal kick.

Throwing	✚ + B (hold for short time → short throw) (hold for long time → long throw)
Goal Kick	✚ to determine direction, then A or B
Clearance Kick	A

Other controls

Change and enable Strategy	SELECT
Return to Edit Mode Selection screen	Press SELECT while the game is stopped, e.g. for a throw in

nalty Shoot Out

1. Select "Penalty Shoot Out", then press the A Button.
2. Set the number of players.
3. Move the Control Pad ↑↓ to select a region and ←→ to select a team, then press the A Button to confirm.
4. Select the order of the kickers. When the order has been determined, choose "OK" and press the A Button to start the game.

To substitute players, press the B Button to display the Player Selection screen.

Penalty Shoot Out Rules

5 players take penalty kicks for each team. The team that scores the most goals wins. If the match is still undecided after the first 5 players take their shots, 1 player from each team takes turns kicking, with the first team to score a goal when the other team missed theirs being declared the winner.

Penalty Shoot Out

Controlling the Kicker

(1) Determine the direction the ball is kicked with the Control Pad, then kick the ball by pressing either the A Button or the B Button.

(2) Determine the height of the ball by pressing the A Button (high) or the B Button (low) just before the ball is kicked.

* Pressing the button with just the right timing results in a fast kick. However, if the timing is off, the ball will fly off course.

Futhermore, if the ball's height is not determined in Step (2), then the ball may not head toward the target set in Step (1).

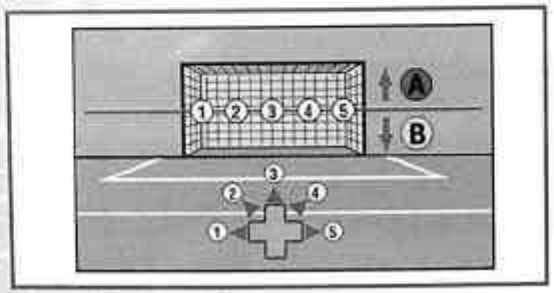
* Release the Control Pad before kicking and the ball will be kicked in the centre.

Controlling the Goalkeeper

(1) Determine the direction you will dive to catch the ball with the Control Pad.

(2) Determine the height at which you will catch the ball with the A Button (high) or the B Button (low).

* The goalkeepr cannot move until the instant the shooter kicks the ball.



Coutionary note on the Game Boy Advance™ Game Link™ Cable

The following cases will result in transmission failure or malfunction.

Connection Diagram

- When using any cable other than the Game Boy Advance™ Game Link™ Cable
- When the Game Boy Advance™ Game Link™ Cable is not completery connected
- When the Game Boy Advance™ Game Link™ Cable is removed during play
- When the Game Boy Advance™ Game Link™ Cable is not correctly connected to each game unit
- When more than 2 units are connected

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.